

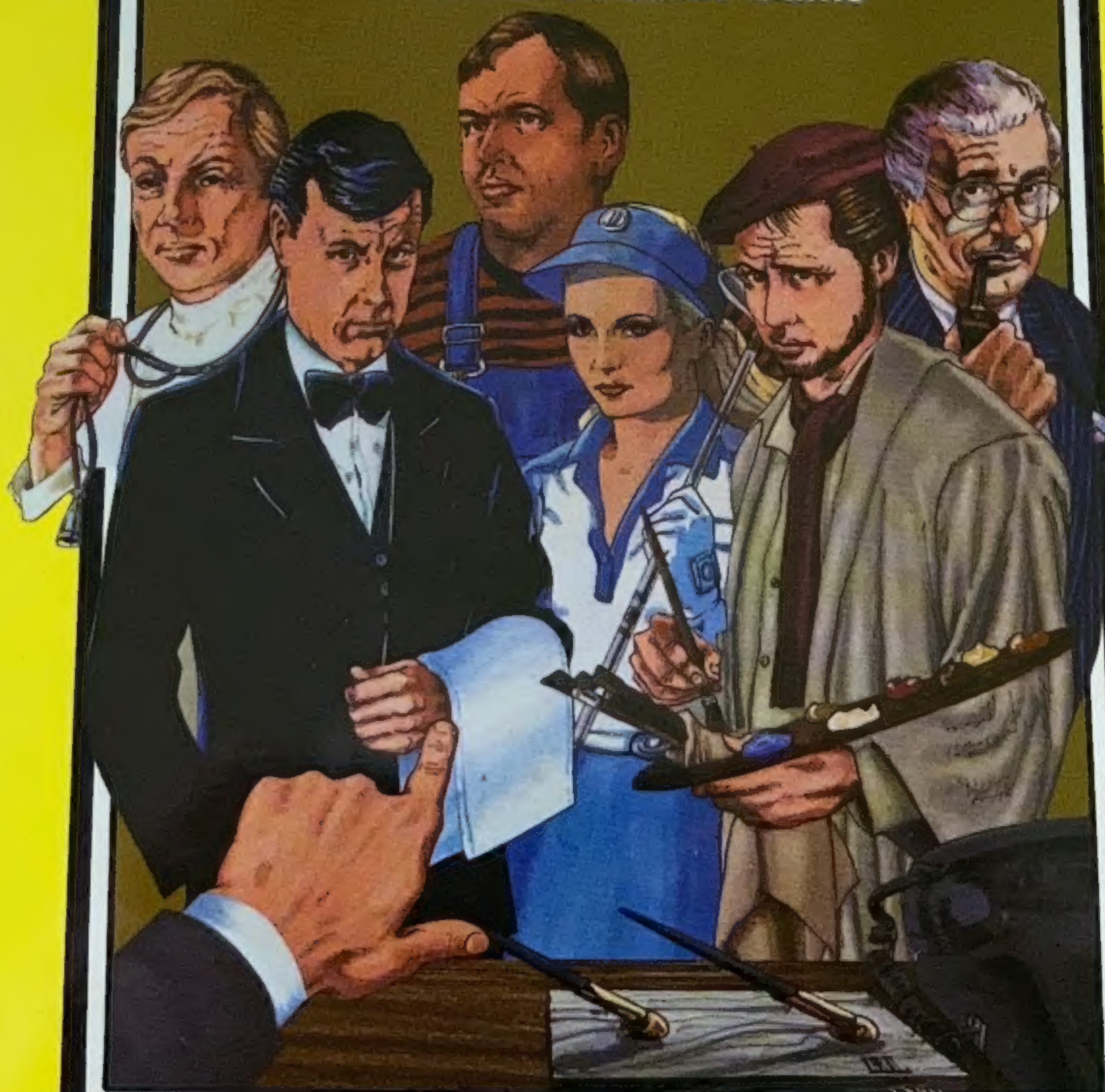
HAYDEN  
MICROCOMPUTER  
**GAMEWARE**

DELSON'S

\$19.95

# ALIBI

The Master Detective Game



Apple  
Alibi

HAYDEN



10009  
\$14.95

## ALIBI

Ian Trackman

Who killed the Colonel? Was it the doctor or the lawyer? The artist or the golfer? Maybe the butler did it—it's up to you to find out! Test your powers of logic and reasoning and see if you can solve the crime!

All you know is that someone killed the Colonel (but who?) . . . that the murder took place exactly on the hour (but which hour?) . . . and that the victim was moved from the scene of the crime (but from which room?). To find the solutions, you will have to question suspects and figure out who has the phony ALIBI!

If your final deduction proves correct, you will be promoted to the next level of supersleuthing and be assigned a tougher case next game!

### Other Hayden Gameware:

TETRAD (Apple II)  
KLONDIKE 2000 (Apple II)  
STAR TRADERS (Apple II)  
SARGON II (Apple II, TRS-80, OSI)  
REVERSAL (Apple II, Atari)

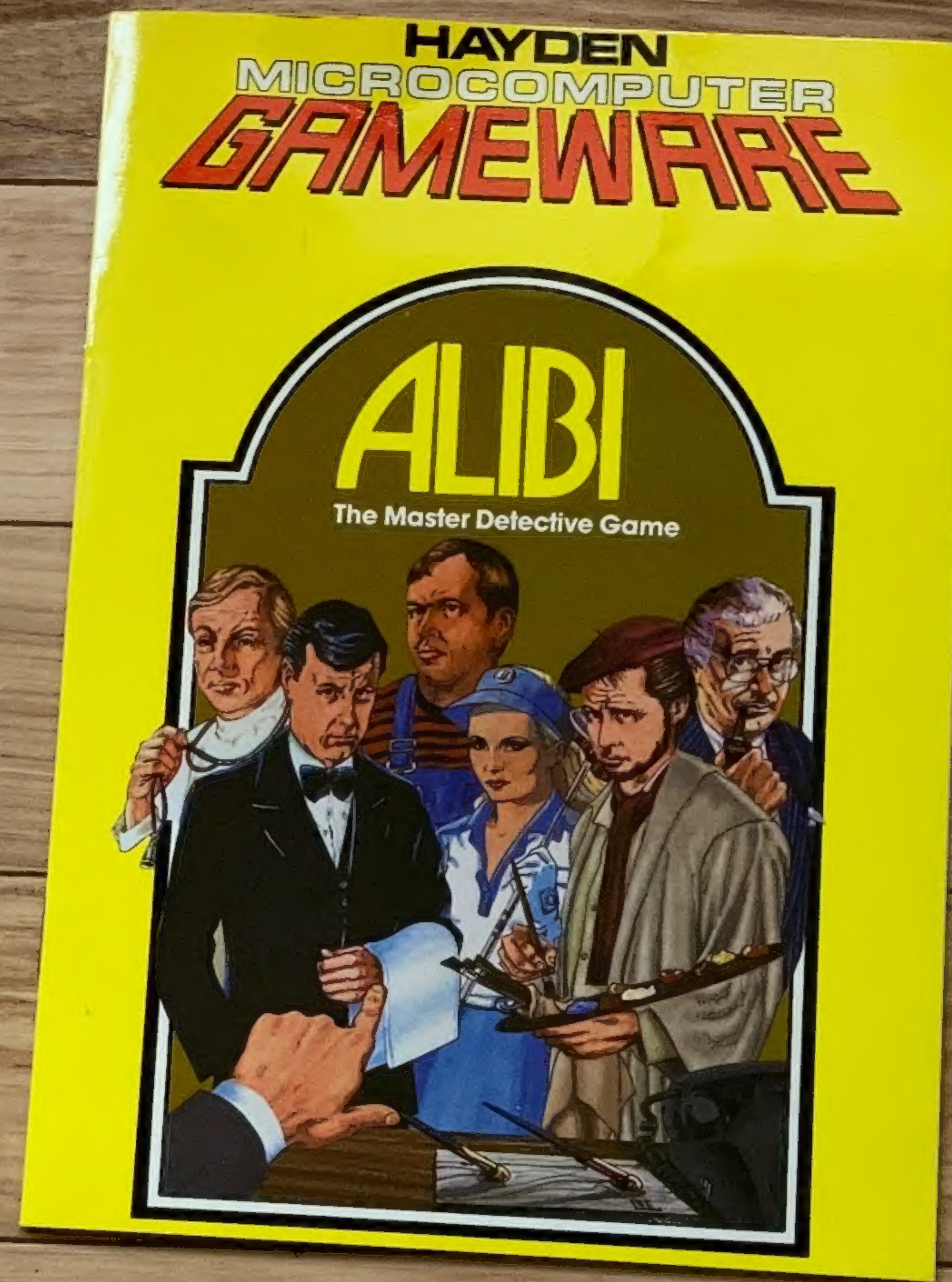
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Your Age: ☐ under 20 ☐ 21-25 ☐ 26-35 ☐ 36-45 ☐ over 45

Average Annual Family Income: ☐ under \$25,000 ☐ \$25,000 - \$35,000

☐ \$35,000 - \$50,000 ☐ over \$50,000

Your Occupation: \_\_\_\_\_



ER  
E

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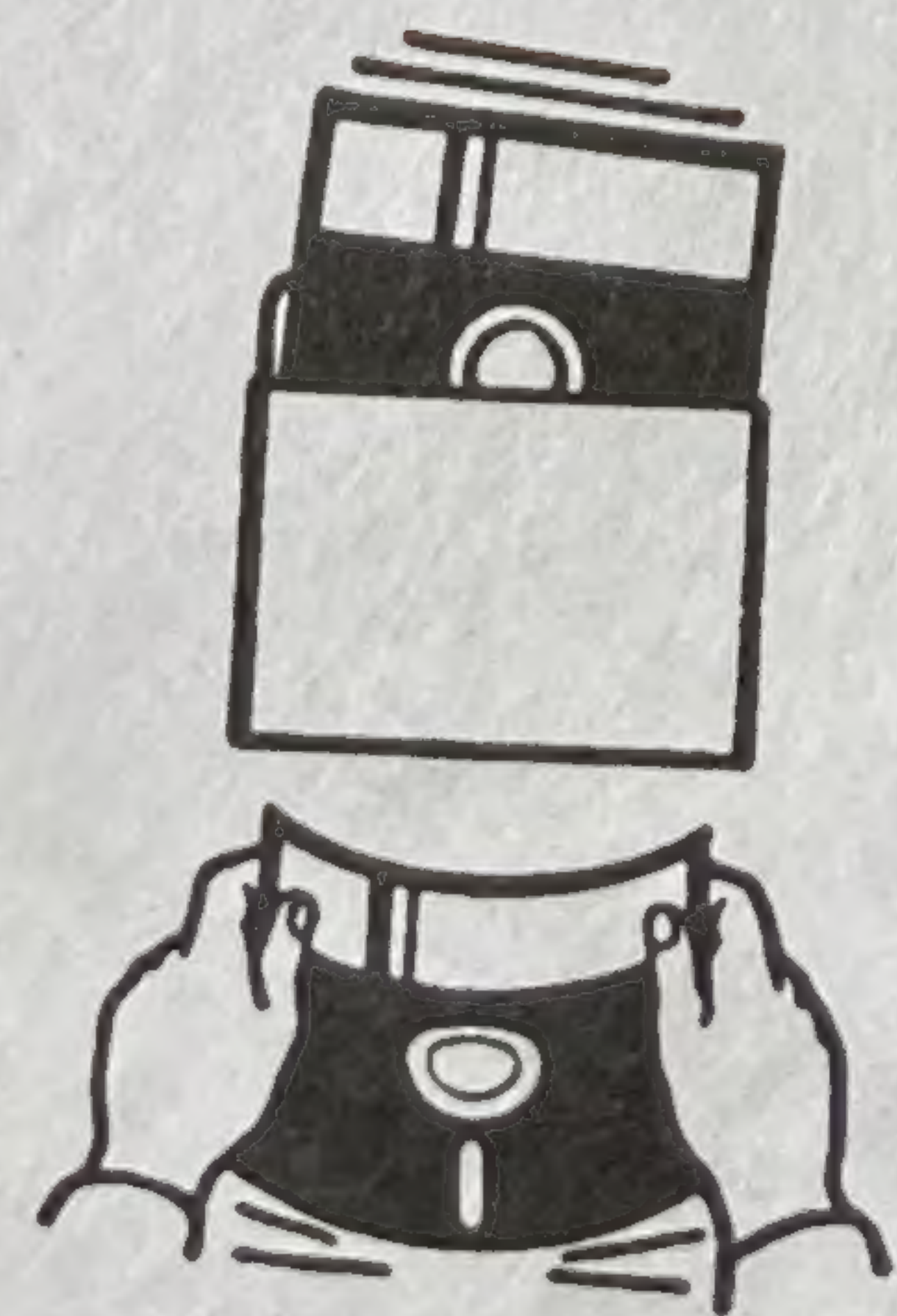
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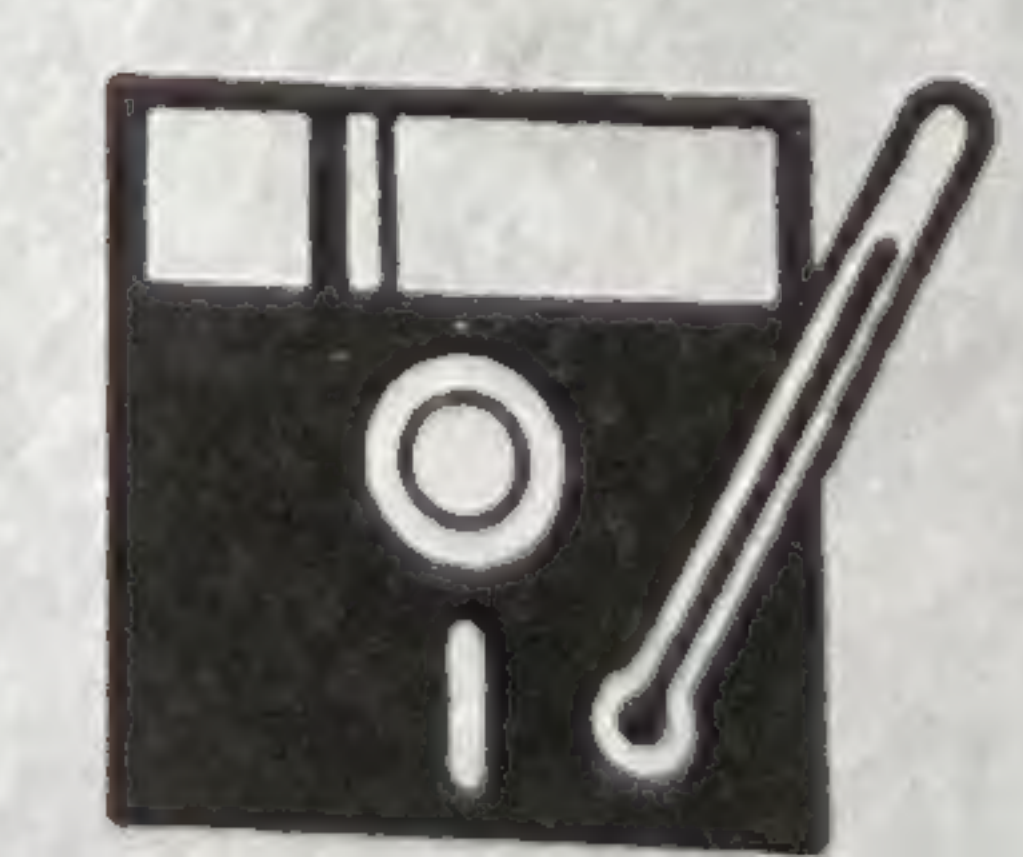


Protect  
Proteger  
Protéger  
Schützen  
保護

No  
No  
Non  
Nicht  
注意



Never touch!  
Nunca toque!  
Jamais toucher!  
Nie Berühren!  
絶対禁止



10°C → 52°C  
50°F → 125°F



## User's Guide to the Apple Version of Alibi

Due to your reputation as a first-rate detective, you have been called in to investigate a mysterious death. Colonel Farrington has died while vacationing on his secluded country estate!

Upon arrival, you examine the body under the concerned gazes of the suspects. Immediately it becomes evident to you that the colonel was murdered!

In the struggle, the colonel's watch was broken. The hour hand was snapped off, but the minute hand stopped *exactly* on the hour. But which hour?

There are a number of suspects. When you question them, they will tell you where they were at each hour, and who they saw nearby. Naturally, the murderer will lie from time to time to put you on a false trail! And occasionally a suspect's recollection may falter, and he will be a bit vague on precise identification.

### OBJECT OF THE GAME

By consulting your notes and following your hunches, you must decide who did it, where, and when. Report these three to the Commissioner of Police whenever you think that you have solved the case. The faster you get all three reports right — although not necessarily all at once — the better your chances for promotion.

Go to it, detective!

### HARDWARE REQUIREMENTS

An Apple II or Apple II Plus with Applesoft in ROM, 48K of memory, and a disk drive.

### LOADING INSTRUCTIONS

Boot up as you normally would, and the program will come up running.

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WHOSE EVIDENCE DO YOU WANT TO LOOK UP?

1. THE ARTIST
2. THE BUTLER
3. THE DOCTOR

1 - 3?

If you then enter 3, you might see notebook entries such as these:

THE DOCTOR HAS SAID —  
THE ARTIST WAS IN THE LOUNGE AT 3 P.M.  
THE BUTLER WAS IN THE LOUNGE AT 3 P.M.  
THE DOCTOR WAS IN THE LOUNGE AT 3 P.M.

These entries are the answers that the doctor gave you when you questioned him. If, however, you never questioned the doctor, you would get this message:

THE DOCTOR HAS SAID —  
NOTHING

Notebook option 4 shows you the layout of the colonel's house. It is important to note that suspects can report only on sections of the house that they are in or adjacent to. So if you think that the murder has been committed in a particular part of the house, you might want to ask suspects at what time they were in that room. You can verify a suspect's testimony by questioning suspects who were nearby at the time.

After you are done looking at the notebook, press any key to continue. The computer will again ask WHAT DO YOU WANT TO DO? (See "The Plot Thickens.")

### REPORTING TO HEADQUARTERS

After you enter 3 as a response to WHAT DO YOU WANT TO DO?, the screen will display this message:

(rank) (name),  
WHAT DO YOU WANT TO REPORT ABOUT?

1. THE PLACE OF THE MURDER
2. THE TIME OF THE MURDER
3. THE IDENTITY OF THE MURDERER

1 - 3?

Enter 1, 2, or 3, and the computer will ask you for your precise

report. For instance, after pressing 2, you might receive this message:

(rank) (name),

YOU ALREADY KNOW THAT THE MURDER WAS  
COMMITTED BETWEEN 1 P.M. AND 5 P.M.

EXACTLY WHEN DID IT HAPPEN?

1 P.M. - 5 P.M.?

Enter your response. If you are correct, the computer will praise your efforts. If you are wrong, it will not be so generous! In either case, hit any key to return to WHAT DO YOU WANT TO DO? (See "The Plot Thickens.")

Once you have correctly guessed the time, place, and identity of the murderer, the computer will congratulate you, show the total amount of questions you asked and how often you consulted your notebook, and tell you whether or not you have been promoted.

Then the computer will ask:

ANOTHER GO?

Press Y for Yes or N for No. If you press Y, a different game will be set up and you will be asked WHAT IS YOUR LAST NAME? (See the beginning of the section "Playing Alibi.")

### GIVING UP THE CASE

Once you have entered 4 to the question WHAT DO YOU WANT TO DO?, the computer will reveal the murderer's identity and also chastise you for not solving the case! You may also be demoted! For instance, here is one possible message:

SERGEANT SHERLOCK,  
YOU ARE A FAILURE!

THE COLONEL WAS MURDERED AT 4 P.M.  
IN THE GARDEN BY THE DOCTOR.

YOU DIDN'T ASK ANY QUESTIONS!  
YOU ONLY LOOKED AT YOUR NOTEBOOK ONCE!  
AS A RESULT, YOU ARE REDUCED TO  
CONSTABLE.

Do not despair, however. You will also be asked:

ANOTHER GO?

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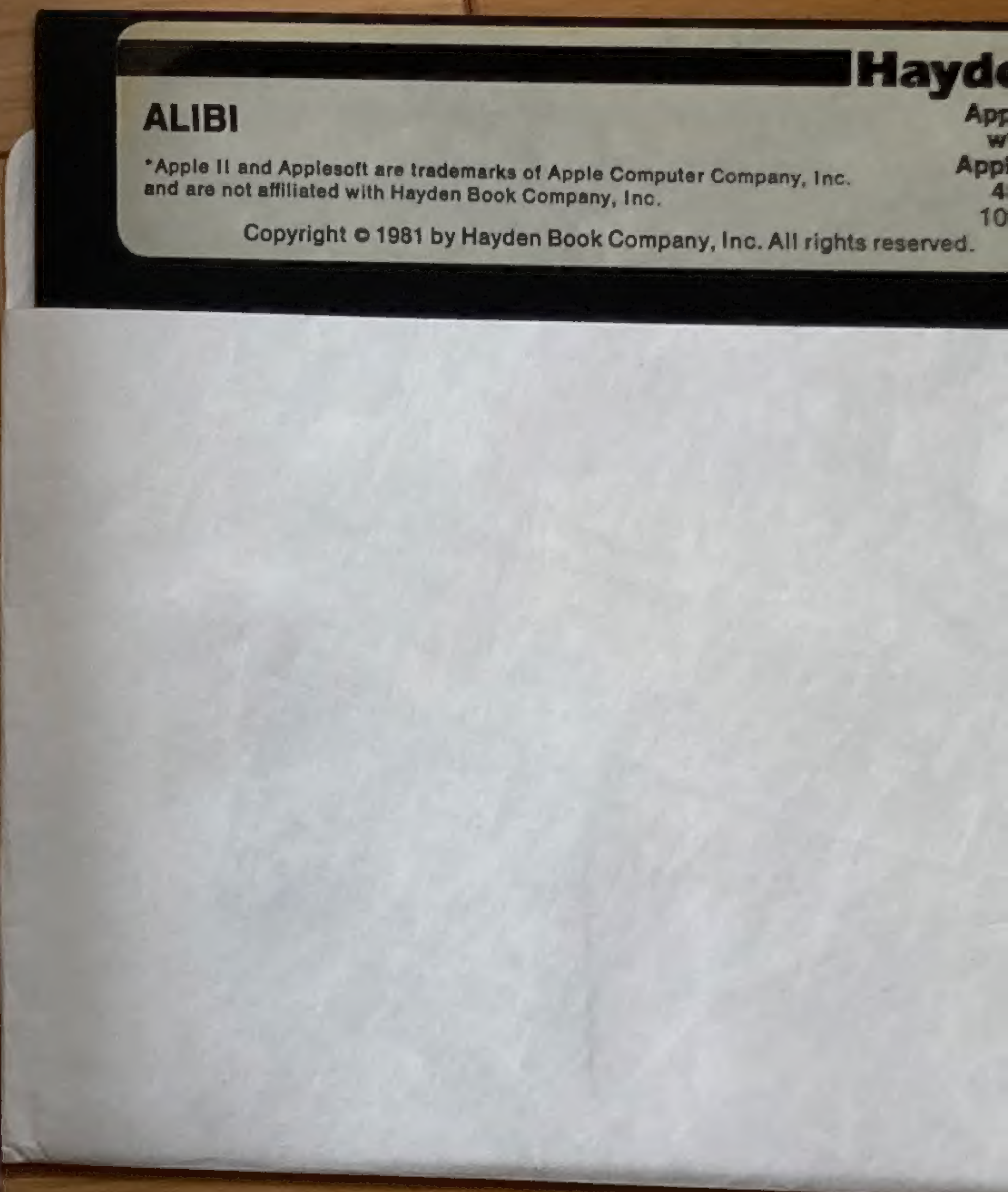
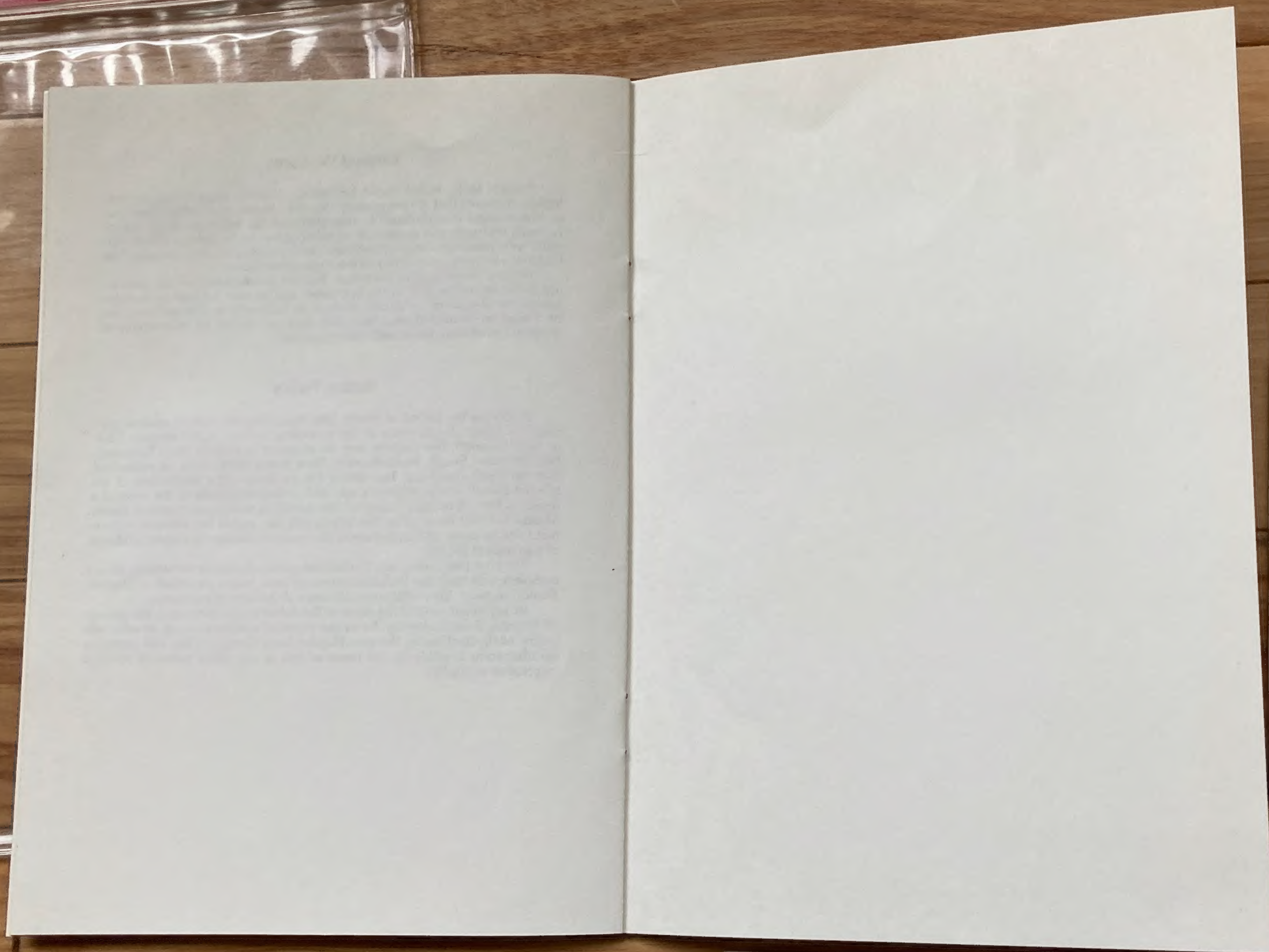
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